



# RYAN A. PEARSON

UI | UX | VISUAL DESIGNER



**PROFESSIONAL**  
Industry veteran with over 20 years of experience crafting quality games



**INNOVATIVE**  
Avid gamer who stays current on trends and technology



**ACCOMPLISHED**  
Shipped 10+ AAA titles on PC, Console, Mobile, and VR

## CONTACT



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**LINKEDIN**  
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## EXPERTISE

### UI | INTERFACE DESIGN

- Creative but Accessible
- Highly Collaborative
- Form Follows Function

### UX | EXPERIENCE DESIGN

- Research and Planning
- Wireframes and Prototyping
- Player Empathetic

### ART | VISION

- Style Guides and Storyboarding
- High Quality Asset Creation
- Visual Storyteller

## CAREER SUMMARY

I am a collaborative and collaborative designer with over 20 years of game development experience. I excel in creating hand crafting immersive experiences and interfaces for the player. I am an aspiring leader and dedicated to helping forge the next generation of unforgettable experiences that players will enthusiastically share for decades to come.

## WORK EXPERIENCE

November, 2024

May, 2022

### SENIOR UI/UX DESIGNER

SKYDANCE INTERACTIVE

**Projects:** The Walking Dead: Saints and Sinners Chapter 2 | Unannounced Game | Behemoth

- Managed UI/UX team overseeing outsourced artists and engineers
- Led the UX design on prototyping, creation of flowcharts and wireframes
- Key in creative UI decision making process on multiple game systems—including backpack management and the Conspiracy Board
- Animated storyboards and motion mockups in After Effects to demonstrate player health states and player feedback
- Concepted, scripted, recorded, and edited a Sizzle Reel for the Marketing Team
- Assisted Engineering with widget blueprints, UI layouts, and implementation of various materials, button styles, and features

May, 2022

April, 2021

### SENIOR UI/UX DESIGNER

GLOBAL WORLDWIDE

**Projects:** Kingdom Maker

- Led the UI/UX design for wireframes, layouts, and implementation in Unity
- Collaborated with the Art Director and Marketing team to create style guides, advertisements, and splash art for Kingdom Maker website

# RYAN A. PEARSON

## UI | UX DESIGNER

"A USER INTERFACE IS LIKE A JOKE. IF YOU HAVE TO EXPLAIN IT, IT'S NOT THAT GOOD." — MARTIN LEBLANC

"A JACK OF ALL TRADES IS A MASTER OF NONE, BUT OFTEN TIMES BETTER THAN A MASTER OF ONE." — UNKNOWN

## SKILLS

### CREATIVE | TALENT

- Expert Adobe Photoshop and Illustrator
- Talented Adobe Premiere Pro User
- Proficient with Adobe After Effects
- Skilled with Adobe Audition

### TECHNICAL | DISCIPLINE

- Adept with Adobe XD and Figma
- Familiarity with Unreal 5 and Unity
- Focus on User-Centric Design
- Research and Usability Testing
- Workflow and Strategy Development

### ORGANIZATION | TEAM PLAYER

- Jira and Confluence
- Planning and Vision Boarding with Miro
- Mentoring and Collaboration

## WORK EXPERIENCE

CONTINUED

October, 2020

October, 2019

### SENIOR USER INTERFACE ARTIST

INTREPID STUDIOS

Projects: Ashes of Creation: Apocalypse | Ashes of Creation

- Led the UX redesign/streamlining of the HUD status and creation of Siege Mechanics for Ashes of Creation: Apocalypse
- Created mockups, high quality 2D graphic elements and assets for the player nameplate, chat, and character creation
- Led the animation and design of mockups to direct the behavior of quest tracking UI
- Assisted the Engineering with the creation of Unreal widget blueprints, layouts, polish of various button styles and interactions.

August, 2019

March, 2015

### USER INTERFACE ARTIST | DESIGNER

BLIZZARD ENTERTAINMENT

Projects: Diablo III: Reaper of Souls | Diablo III: Ultimate Evil Edition | Diablo III: Rise of the Necromancer | Overwatch | Heroes of the Storm – Tracer Pack | Unannounced Game | Diablo IV

- Key in design, implementation, art asset generation, and iterating on multiple game design systems
- Led the UX and Creative Design on In-Game Chat and Quest Tracking
- Concepted, Prototyped, and directed the design of the Hero Selection/Character Creation screen of the Blizzcon Demo
- Led the design and art for the Horadric Cube and Armory interface
- Assisted Engineering in the implementation of XML/XAML elements
- For a 5 month period, was the sole UI Artist/Designer without a supervisor
- Assisted in the implementation, design, art, and polish on Heroes of the Storm and Overwatch teams

March, 2015

Feb, 2003

### QA ANALYST | ASSOCIATE ARTIST | TECHNICAL ARTIST

BLIZZARD ENTERTAINMENT

Projects: Warcraft III | World of Warcraft: The Burning Crusade | World of Warcraft: Wrath of the Lich King | Starcraft II: Wings of Liberty | World of Warcraft: Cataclysm | Diablo III | Battle.net App

- Key in design and art of tools, installers, and other various interfaces for every game teams
- Directed the design of the StarCraft II: Wings of Liberty installer—resulting in a mention in a few game reviews
- Created memorable and immersive experiences that engaged players
- Animated various 2D elements like the “breathing Orc” and chain menus in the Warcraft III installer
- Using QML/XML, assisted Engineering in the implementation, animation, and design of the Battle.net App
- Lead Analyst for PC/UI Team for World of Warcraft development